

JUNIOR PLAYER PATHWAY

The following sections provide a more comprehensive explanation of the modified games (Walla, Mini & Midi) Laws. Reference may also be made to the current ARU Handbook - "Rugby - The Laws of the Game".

Walla Rugby has been designed to focus on the the Game principles of Possession, Go Forward and Pressure; the individual skills of Passing and Receiving, Running and Evasion; and Tagging; as well as the game elements of Ball take, Scrum and Lineout. In refining the traditional approach to Rugby, the playing numbers, size of the ball and field size are modified to suit the younger player.

Summary of the features of Walla Rugby

Playing Area	Max. 50m x 25m (includes in-goal area).
Team Size	Seven (7) players as max per team.
Ball Size	Size Walla.
Playing Time	Two x 15-minute halves.
Scoring	A try is worth 5 points. No conversion attempt after a try at this age level. No penalty goals or drop goals at this level
Kick-off	Taken in the form of a "punt kick". Non-scoring team to kick off. 5m "free zone" for receiver
Restart	"Tap restart" by non-scoring team after a try.
Kicking in General Play	No kicking is allowed in general play.
Penalty	The "tap restart" is the only option.
Walla Tag	To halt the progress of the ball carrier, a defending player must contact The ball carrier with two hands (simultaneously) below waist height. Once tagged the ball carrier has two options: 1. Pass the ball to a team mate immediately; or 2. Set up a ball take.
Ball Take	A Ball Take occurs if passing option not taken following a "Tag". Call after "tag" should be "pass, pass, pass", then ball take. Offside line for defending team is 5m.

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Scrum	<p>Scrum are non-contested. Only the hooker of the team feeding the ball into the scrum may strike for the ball.</p> <p>Gentle, non-pushing scrum with three players in each front row</p> <p>Offside line is 5m from last feet for defending team and from last feet for attacking team</p> <p>Scrum Half not feeding the ball cannot go past the mid line of scrum</p>
Line-out	<p>Line-outs are non-contested.</p> <p>Two players line-out, plus hooker.</p> <p>The lineout is formed 3 metres from the touch line.</p> <p>The thrower stands in line with their own team.</p> <p>Biased, targeted throw</p> <p>Offside line for the backline is 5m from the middle of the lineout</p>
Advantage	<p>Played generously to ensure a free-flowing game.</p>
Off-side	<p>In general play, a player is off-side if they are in front of a team mate who is carrying the ball, or if they are in front of a team mate who last played the ball.</p> <p>Off-side lines exist for scrum, line-out and ball take situations (see relevant sections).</p>
Finals series	<p>No finals, no competition ladder and no premiership awarded at this age level.</p>

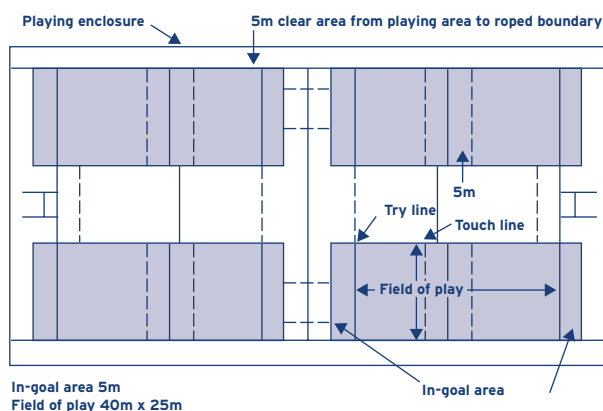
1: The Ground

The playing area consists of the field-of-play and the in-goal area.

The field-of-play is bounded by the touch lines and goal lines, but does not include them. The touch line is considered to be "in touch" (see Touch and Lineout). The goal line is considered to be part of the in-goal area.

The playing enclosure is the playing area and a reasonable area surrounding it and is under the control of the referee. This area should remain clear. It is recommended that the playing enclosure be "roped-off" in such a way as to restrain or confine spectators to an area a minimum of five metres from the touch-line and the dead ball line.

Walla Field set-up on Standard Rugby Ground



Playing Area: The maximum playing area for this age group is 50m x 25m
 Goal Posts: All goal posts within the playing enclosure must be fitted with goal post pads.

Persons authorised to enter the Playing enclosure:

The referee, coach and players of each team are authorised to enter the field of play. The touch judges and authorised medical staff are permitted between the playing enclosure and the field-of-play.

The Manager and Reserve Players must remain outside the playing enclosure.

N.B. Each team should always have a coach or other adult on the field during play at this level. The role of the coach is to assist the Walla Referee to manage the game. The coach does this by directing players on the field. For example:

- assisting in the efficient formation of lineouts, scrums and ball takes
- setting of off-side lines for scrums, lineouts and ball takes
- calling of ball takes where appropriate.

2: Players

A Walla Rugby team comprises a maximum of seven (7) players who start the match plus any authorised replacements and/or substitutes.

Replacement: A player who replaces an injured teammate.

Substitute: A player who replaces another player.

In keeping with the Philosophy of the Pathway, teams with more than 7 players available are encouraged to assist the team with less than 7 players, so that the match is played as a 7-a-side game.

If a match is played with fewer than 7 players per team, then teams must play with equal numbers.

Replacements:

An injured player should stop playing and be replaced temporarily. If the player is unable to resume playing, the replacement becomes permanent.

Any player who has an open wound must leave the Field of Play until such time as the bleeding is controlled and the wound is covered or dressed.

N.B. If on medical advice or for any other reason the referee or coach considers it would be harmful for an injured player to continue playing, then the player is required to leave the playing area.

Coaches should particularly note that a player who has suffered definite concussion should not participate in any match or training session for a period of at least three weeks from the time of injury, and then only subject to being cleared by a proper neurological examination.

Substitutions:

In all Walla games, it is the intention to “give all players a game”. There is no limit to the number of players who may act as substitutes for any match. Players may substitute in accordance with the following procedure:

Following the scoring of a try, players may substitute prior to the restart

At other times during the match, substitutions may be made when the ball is dead and with the permission of the referee.

3: Dress and Ball Size

Players must not wear dangerous projections such as buckles, rings, earrings or baseball caps. The wearing of beads in a player's hair is also prohibited. The referee may inspect players before or during a match and require dangerous items to be removed.

Footwear: Players shall not play without footwear. It is recommended that footwear with studs, moulded or screw in spikes or blades **NOT** be worn.

Mouthguards: It is recommended that a mouthguard be worn.

Head Gear: The wearing of headgear is optional. Many parents choose to have their children wear head-gear as an added safety feature.

Shoulder Pads: Due to the non-contact nature of the Walla Rugby, shoulder pads are not permitted.

Ball Size: The Walla Rugby Union Football shall be used for this age group.

4: Time

The match shall be played in two halves of fifteen (15) minutes each with a five (5) minute break.

5: The Referee and Touch Judges

The Walla Referee acts as a game manager and teacher. They should be encouraging and educative, positively reward sportsmanship and fair play, and deal quickly and firmly with any dangerous action or unsafe practice.

The Walla Referee is assisted by the two coaches and the touch judges.

THE REFEREE

There shall be a referee for each match. The referee shall be appointed by or under the authority of the Union. If no such referee is appointed, then the referee is appointed as mutually agreed between the teams. Failing any agreement, the referee will be appointed by the home team.

The referee keeps the time and the score and has the power to end the game before time has expired if it is believed that the continuation of play would prove dangerous.

During the match the referee is the sole judge of Fact and Law. All decisions are binding on the players.

All players must stop playing at once when the whistle is blown. All players, coaches and others must respect the authority of the referee and they must not dispute the decision. Infringement of this is regarded as a breach of the Code of Conduct and subject to penalty. This could result in a sending-off.

THE TOUCH JUDGES

Each team must provide a touch judge. The referee has control over the touch judges and may instruct them on their duties and may over-rule any of their decisions.

The touch judge must hold up the touch flag when the ball or a player carrying it has gone into touch and must indicate the place of throw-in and which team will throw-in.

6: Advantage

The referee shall not whistle for an infringement during play that is followed by an obvious advantage to the non-offending team. An advantage must be either territorial or such possession of the ball as constitutes an obvious tactical advantage. A mere opportunity to gain advantage is not sufficient. The Walla Referee has a wide discretion in applying advantage and should be particularly lenient in order to ensure that play at this level continues.

Teams should play to the whistle after an apparent infringement, whether or not the referee calls or signals advantage. This is true for a wide range of infringements from a knock-on to a serious offence. It should be noted that some Laws require the referee to apply advantage only if it occurs very quickly where the safety of the players is paramount. Examples of this are to be found in the Tag Law (dangerous tag), the Foul Play Law and the collapsed scrum situation.

In fact, outside of immediately dangerous situations, there are only two (2) occasions when advantage is not played:

1. When the ball or the ball carrier touches the referee in the field-of-play.
2. When the ball emerges from either end of the scrum tunnel without having first been touched by the hooker of the team feeding the ball.

7: Method of Scoring

Try: When an attacking player is first to ground the ball in the opponent's in-goal, a try is scored. (A player **grounds** the ball in the in-goal area by forcing the ball onto the ground with the hand or even for an instant.)

Players must be on their feet when scoring a try. For safety reasons, a player is not permitted to "dive" through the defensive line to score a try. To stop diving for tries it is important that if a player is tagged in the act of putting the ball down over the line that a fair try be ruled.

Penalty Try: If a player would probably have scored a try but for foul play by an opponent, a penalty try is awarded between the goal posts. (Mid point of the try line)

No conversion attempt after a try at this age level.

No penalty goals or drop goals at this level.

1. SCORING VALUES:

Try	5 points
Penalty Try	5 points

8: Kicking in General Play

Kicking is not permitted in General Play at this age level.

The first time a kick in general play occurs, the Walla Referee should take the opportunity to explain to the players the importance of maintaining possession, rather than kicking it away. They will then award a ball take to the opposition team at the point where the offending team kicked the ball.

9: Foul Play

Foul Play is any action by a player that is contrary to the law and spirit of the game and includes obstruction, unfair play, misconduct, dangerous play, unsporting behaviour, retaliation and repeated infringements.

Foul Play offences result in a penalty and can also result in a caution, temporary suspension or sending off, and a penalty try if appropriate. The game is restarted with a tap restart.

In general, a penalty is awarded at the place of infringement, except:

- a) for offences in touch, the penalty is awarded 10 metres in from touch.
- b) for offences while the ball is out of play, including in-goal, the penalty is taken wherever the play would otherwise restart.

1. OBSTRUCTION

It is illegal for any player:

- a) who is running for the ball to charge or push an opponent also running for the ball.
- b) who is in an off-side position wilfully to run or stand in front of a team mate who is carrying the ball thus preventing an opponent reaching the ball carrier.

NB There are no circumstances in which the ball carrier can be penalised for obstruction. However this is a common occurrence in this version of the game, thus discretion on intent should be considered.

2. UNFAIR PLAY, REPEATED INFRINGEMENTS

It is illegal for any player to:

- a) deliberately play unfairly or wilfully infringe any Law of the game.
- b) wilfully, knock or throw the ball from the playing area into touch, touch-in-goal, or over the dead-ball line.
- c) repeatedly infringe any Law of the game.

3. MISCONDUCT, DANGEROUS PLAY

It is illegal for any player to:

- a) strike an opponent, even in retaliation.
- b) wilfully trip, hack or kick an opponent.
- c) in the front row of a scrum, charge, punch, wheel, collapse or "pop" an opponent.

4. PLAYER ORDERED OFF

A player who is ordered off shall take no further part in the match. The referee will send a report to the Union or School, naming the player and describing the circumstances. The Union or School will investigate the matter and take such action and inflict such penalty as they see fit.

The player must be replaced for the remainder of the match.

5. TEMPORARY SUSPENSION

- a) A player guilty of Foul Play, misconduct or repeated infringements shall either be ordered off, sent from the field-of-play for a period of 5 mins or else cautioned that they will be ordered off if they repeat the offence.
- b) For a similar offence, after a caution or temporary suspension, the player must be ordered off.
- c) If temporarily suspended the player shall remain with the team manager and must not enter the playing area until permitted to do so by the referee.
- d) Temporary Suspension is not a substitute for ordering off. If the offence warrants a player being ordered off, then the player must be ordered off.

- e) The maximum period of temporary suspension shall not exceed five (5) minutes in any circumstances.
- f) Time is to be counted from when the player leaves the playing area.
- g) If the period of temporary suspension has not expired when half-time or full-time is called, the period is considered to have expired.

10: Off-Side and On-side in General Play

At the start of a game all players are on-side. As the match progresses players may find themselves in an off-side position. Such players are then liable to be penalised unless they become on-side again.

In general play, a player is in an off-side position if they are in front of a team mate who is carrying the ball or they are in front of a team mate who last played the ball.

Off-side means that a player is temporarily out of the game. Such players are liable to be penalised if they take part in the game.

In general play, a player can be put on-side by an action of a team mate.

A. Off-Side in General Play

A player is in an off-side position if the ball has been touched or is being carried by one of their team behind them.

1. There is no penalty for merely being in an off-side position. Off-side players will only be penalised if they:
 - play the ball
 - obstruct an opponent
 - move forward towards the ball
2. Players can be off-side in their in-goal.
3. A player who receives an unintentional throw-forward is not off-side.

NB. Referees will usually play the advantage with off-side if the non-offending team gains or appears likely to gain advantage.

Penalty: Penalty at the place of the infringement.

B. Being put On-side in General Play

On-side simply means a player is in the game and is not liable to penalty for off-side.

1. PLAYERS MADE ON-SIDE BY ACTION OF THEIR TEAM

- a) Players who are off-side in general play become on-side as a result of any of the following actions of their team:
- i) when the off-side player has retired behind the team mate who last touched or carried the ball; or
 - ii) when one of their team mates carrying the ball has run in front of them.

PLAYERS MADE ON-SIDE BY ACTION OF THE OPPOSING TEAM

- a) Players who are off-side in general play and further away than 10m from an opponent become on-side when:
- i) an opponent carrying the ball has run five metres; or
 - ii) an opponent passes the ball; or
 - iii) an opponent intentionally touches the ball and does not catch or gather it (e.g. Drops a pass).

11: Knock-on and Throw-Forward

A knock-on occurs when a player loses possession of the ball and the ball travels forward, or after striking a player's hand or arm the ball travels forward and touches the ground or another player before the original player can recover it.

NB. Forward means towards the direction of the opponent's dead ball line.

A throw-forward occurs when a player carrying the ball throws, passes or hands it in the direction of their opponents' dead ball-line.

Referees are instructed not to judge a knock-on or throw-forward as an infringement unless clearly so. A knock-on will only be called if:

- a) The infringing team gains an advantage.
- b) The ball is played forward rather than dropped.

These two infringements account for most applications of the Advantage Law. Players should continue playing until the whistle is blown.

These infringements result in a scrum, normally at the place of infringement. The non-offending team will feed the ball into the scrum.

12: Kick-Off and Restart

A kick-off starts play for each half.

It is taken, in the form of a punt kick, from the centre of the half way line by the team that has the right to start the match or by the opposing team following the resumption of play after the half time interval.

The Restart is taken in the form of a tap restart by the non-scoring team after a try.

The tap restart is taken by placing the ball on the ground at the mark indicated by the Walla referee. The ball must be propelled by the foot a visible distance in any direction from the mark. A mere touch with the foot is not sufficient.

1. The kick-off/restart must be taken from the centre of the half way line and by a punt kick/tap restart; otherwise it shall be taken again.
2. The kicker's team must be behind the ball when kicked/tapped; otherwise it shall be taken again.
3. The defending team must stand back at least five metres back from the half-way line. If they are in front of that line or if they move forward before the ball has been kicked/tapped, it shall be kicked/tapped again.

13: The Walla Tag and Ball Take

The defending team attempts to halt the running progress of the attacking team by "tagging" the ball carrier. The Walla Tag introduces the concept of "tackle" and teaches the correct preparatory position for a tackle. It is also important for the teaching of evasion skills as it creates a fairly constant distance between attacker and defender.

The Ball Take introduces the concept of continuity through the development of a mini maul and its subsequent setting of an off-side line. It should be used pro-actively and not as a last resort.

Once a Walla Tag has been effected, the Walla referee should immediately call "Tag" followed by "**Pass, Pass, Pass**". This is to actively encourage players to pass the ball rather than set up a Ball Take.

The Walla Tag

To effect a Walla Tag a player must contact the ball carrier with the open palms of both hands (simultaneously) below the waist and above the knee. The open palms should be used to make contact.

After the Tag has been effected, the defending players are not permitted to challenge for, or to interfere with, the ball carrier in any way.

N.B. Safety: Head position of the tagger is very important and should be to the side of the player being tagged.

Fending by the ball carrier is illegal and must be immediately and consistently penalised. Fending will not occur if players carry the ball in two hands.

1. The Passing Option

The referee should actively encourage the players to pass the ball rather than set up a ball take. ("**Tag**" followed by "**Pass, Pass, Pass**".)

At this age level the ball carrier should be given every opportunity and enough time to allow the passing option. Consequently over 95% of the game should involve the immediate pass.

Any attempt by the ball carrier to gain territory without trying to pass the ball will result in a penalty to the opposition.

2. The Ball Take

WHO CAN CALL A BALL TAKE?

- The Referee: to manage congestion in the game by creating space through the creation of an off-side line.
- The Player/Coach on the field (talking to players): if they wish to create space.
- The player in possession of the ball by not taking the immediate pass option.

A ball carrier who does not pass immediately must stop, return to the place where they were tagged, turn and wait for a support player to **Ball Take**. The support player must then pass the ball to continue play.

The support player is **not** permitted to run with the ball and may not score a try from a Ball Take. Passing is the only option for the support player.

The defending team provides two defenders, the tagger, who remains in contact with the ball carrier, and a second defender who must be in contact with the tagger. Neither may interfere with the transfer of the ball, nor may they force the attacking players backwards.

Defenders not taking part in the ball take must retire to a position at least five metres behind the ball take.

The ball carrier may continue moving forward (**walk**) provided the support player has a grip

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on the ball and there are no defenders or only one defender in position. Once the second defender is in position, this forward movement must stop and the ball passed.

NB. The Ball Take is meant to be dynamic. The team in possession does not have to wait for the two defending team players to be in position. The support player in the Ball Take may pass at any time. Once the two defenders are in position, then the support player must pass the ball.

The following points describe correct technique and safety considerations for the Ball Take;

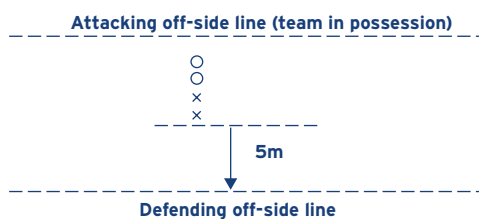
- **Presenting the ball** When tagged, turn to face your team, crouch slightly, widen your stance and hold the ball close to your body. The tagger remains in contact with you.
- **Claiming the ball** Your support player places an arm behind the ball. If you are not joined by a second defender, you may move forwards maintaining contact with your support player. When a second defender joins and holds the tagger, you must stop. This keeps the number of “free attackers” and defenders equal.
- **Transferring the ball** It is best to take the ball away from a shoulder to abdomen position then pass the ball to a support player.

3: Off-side at the Ball Take

The players in the Ball Take from the defending team must remain in contact with the ball carrier and one another until the ball is passed by the supporting player.

Those defenders not taking part in the ball take must remain behind the off-side line which is five (5) metres towards their own goal line from the last defender in the Ball Take.

In all cases an infringement results in a penalty where the defending player was off-side.



14: Touch and Walla Lineout

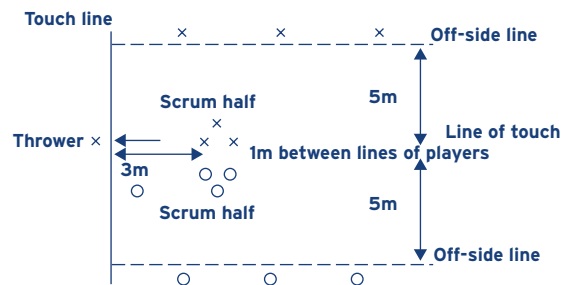
The Walla lineout is used to introduce the lineout as a game element. It is a non-contested method of restarting play after the ball is carried or passed over the touch-line (sideline). The team throwing the ball into the lineout wins the lineout i.e. thrower in-line with own team.

TOUCH

The ball is in touch when the ball or the ball carrier touches the touch-line or the ground beyond it.

LINE OF TOUCH

The line-of-touch is an imaginary line in the field-of-play at right angles to the touchline from the place where the ball went into touch.



1. FORMATION OF THE LINE-OUT

- A line-out is formed by two (2) players from each team standing in a single line parallel to the line-of-touch. Such players are those "in the line-out".
- The thrower stands on the touch-line at the point where the ball went into touch.
- Two players from the thrower's team stand on the Line of Touch, 3m in from the touch line. The two players from the opposing team stand in a single line parallel to the Line of Touch so as to leave a clear space of one (1) metre between the two lines of players, at the shoulders. This space should be maintained at all times. There is no set distance between team mates.
- The thrower throws the ball in-line with their own team. If the opposition win the ball the lineout is retaken.
- The player from the non-throwing team should stand in the 3m area as indicated on the diagram below.
- The line-out extends from three metres in from touch to ten (10) metres in from touch.

2. THROWING IN THE BALL

- The ball must be thrown in straight, at least three metres, and with the thrower's feet entirely in touch.
If the ball is not thrown in correctly, the same team will have a second throw. If this throw is not straight the opposing team will be awarded a scrum, their ball.

The scrum is formed 10m in along the Line of Touch.

3. BEGINNING AND END OF THE LINE-OUT

- a) The line-out begins when the ball leaves the thrower's hands.
- b) When the ball is thrown in, players from the throwers' line jump in an attempt to catch the ball and then direct it to their scrum-half by passing.
- c) Players from the non-throwing team are not permitted to contest the throw.

Once the ball is caught or deflected no player may:

- i) leave the line; or**
 - ii) tag or challenge any other player until the scrum-half has passed the ball.**
- An infringement results in a penalty 10m in, along the line of touch.**

- d) The line-out ends when:
 - i) the scrum-half has passed the ball to a player in their backline; or
 - ii) the ball becomes unplayable and play is stopped.

NB It is important for all players not participating in a formed line-out to realise that unless and until a line-out ends in one of these ways, they must not approach within five (5) metres of the line-of-touch.

An infringement results in a penalty 10m in, along the line of touch.

4. RESTRICTIONS ON PLAYERS IN LINE-OUT

- a) Before or during a line-out a player may not:
 - i) be off-side; or
 - ii) push, charge, shoulder, bind or hold in any way another player of either team;
or
 - iii) use any player as a support in jumping for the ball.An infringement results in a penalty 10m in, along the line of touch.
- b) When jumping for the ball a player must attempt to use both hands to catch or deflect the ball.

5. LINEOUT SAFETY

There is no supporting or "lifting" in the lineout in Walla Rugby.

6: OFF-SIDE AT THE LINEOUT

The players "participating in the line-out" are those in the two lines, the ball thrower and his/her immediate opponent, and the two scrum-halves.

1. OFF-SIDE WHILE PARTICIPATING IN THE LINE-OUT

- a) Participating players are off-side if:
BEFORE the ball has touched a player OR the ground they are in front of the line-of touch with either foot.

b) After the throw the thrower and his/her immediate opponent must either remain within three (3) metres of the touch line or retire to the five metres off-side line. In the case of an infringement, the penalty is awarded 10 m in, along the line of touch.

2. OFF-SIDE WHILE NOT PARTICIPATING IN THE LINE-OUT

A non-participating player is off-side if they move within five (5) metres of the line-of-touch before the line-out is ended. (ie until the scrum-half has passed the ball.) In the case of an infringement, the penalty is awarded where the offence occurred.

15: Walla Scrum

The Walla scrum introduces the scrum as a game element. It is a non-contested method of restarting play. The team feeding the ball into the scrum will win it. A scrum can take place only in the field-of-play and is not to be formed closer than five metres to the touchline or closer than five metres to the goal line. Three players from each team join to form a scrum. The middle player in each front row is the hooker, and the players on either side are the props. These players stand side by side and correctly bind upon each other. The scrum must be stationary, with the middle line parallel to the goal lines at all times. The "middle line" means an imaginary line on the ground directly beneath the line formed by the junction of the shoulders of the two front rows.

1. SCRUM SAFETY

A. The Engagement Sequence

- a) The opposing front rows follow the scrum engagement sequence which is verbally managed by the referee:

CROUCH – TOUCH AND HOLD – ENGAGE SLOWLY

- a) This ensures that the correct body positions are adopted and that players gently come to rest shoulder to shoulder with the opposition.
- b) Front rows should not crouch until the scrum-half has the ball and is ready to put it in.
- c) Each scrum must have 3 players in it at all times.
- d) During the scrum each front row player's shoulders must not be lower than the hips. Players must adopt a normal stance, both feet on the ground, with the hooker having all weight firmly on one foot and in a position to hook the ball.

B. ARU Directive

If a scrummage collapses the referee MUST whistle immediately. The MAYDAY procedure must be followed to take pressure off the collapsed players. Please refer to page 86 for details of the procedure.

C. Body Shapes

Children with long, thin necks are not suitable to play in the front row and **must not be selected in these positions**. Even though the laws of Walla Rugby prevent pushing the principle of selecting body types starts at this level.

D. Non-contested Scrums

In Walla rugby only the hooker of the team feeding the scrum may strike for the ball. This maximises stability among the other players participating in the scrum.

2. BINDING PRIOR TO BEGINNING THE ENGAGEMENT SEQUENCE

All front row players must bind firmly and continuously throughout the duration of the scrum. The hooker must bind under the prop's arms, gripping the jersey at the armpit.

The loose-head prop must bind to their opposing tight-head prop with the left arm inside the other prop's right arm.

The tight-head must bind with the right arm outside the left upper arm of their opposing loose-head prop and must not pull downwards.

3. THE ENGAGEMENT SEQUENCE:

This sequence is verbally managed by the referee.

CROUCH This means that each front row bends at the hips and knees and stands "offset" to their opposing front row. Offset means that each player in the front row has their head to the left hand side of their opposing player.

TOUCH AND HOLD Each prop reaches forward and places their outside hand on the upper arm of their opposite prop, this establishes a safe distance for engagement. Hold means to pause prior to the engage call from the referee, NOT to hold or grip the jersey of your opposition. While waiting, they should look up and sight the space for their head during the engagement. The referee then checks that all is ready for the scrum to engage.

ENGAGE SLOWLY Each member of the front row places their head under the shoulder of their opposite and looks up.

The following aspects are a list of correct technique and safety considerations for the scrum during the engagement sequence:

- Looking up assists the back to straighten and keep the spine in line.
- Back straight
- Hips bent
- Knees bent
- Weight evenly balanced over feet
- Feet far enough apart to allow correct engagement.

4. PUTTING THE BALL IN

- a) The non-infringing team shall put the ball in.
- b) The ball shall be put in without delay or when ordered by the referee.
- c) The scrum-half shall:
 - i) Stand on the left hand side of their own scrum, an arms length from centre.
 - ii) Hold the ball at a level midway between ankle and knee then roll the ball into the centre of the tunnel.
- d) The opposing scrum-half must stand on the same side of the scrum as the scrum-half feeding the ball and is not permitted to move past the middle line of the scrum until the scrum has ended.
- f) If the ball is put in and it comes out at either end of the tunnel it shall be put in again by the same team.
- g) The scrum ends when the ball emerges from the scrum and the scrum-half has as passed the ball. This is the only option for the scrum half. i.e. passing the ball.
- h) If the team putting the ball into the scrum does not win the ball, the scrum is reset.

5. RESTRICTIONS ON FRONT ROW PLAYERS

- a) All front row players must allow a clear tunnel.
- b) When the ball has touched the ground, only the hooker of the team feeding the ball should use their right foot to strike for the ball.
- c) There is no pushing allowed in scrums at this age level.
- d) No player may wilfully:
 - i) Raise both feet off the ground.
 - ii) Take any position or action which is likely to cause the scrum to collapse
 - iii) Lift an opponent off their feet or force them upwards out of the scrum (ie "popping").
 - iv) Hold the ball in the scrum for a prolonged period.

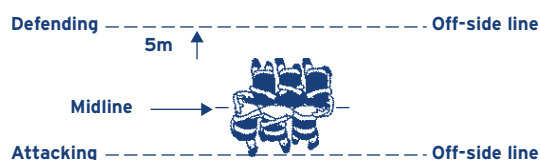
In all cases above, an infringement results in a penalty awarded at the place where the scrum was set.

6: OFF-SIDE AT THE SCRUM

The "off-side line" means a line parallel to the goal-line 5m from the hindmost foot for the defending team, and from the hindmost foot for the attacking team, of the players in the scrum.

1. Players in the scrum must not leave the scrum until it has ended.
2. The non-feeding scrum-half must remain behind the middle line of the scrum.
3. The non-feeding scrum-half is off-side if they stand on the opposite side of the scrum to the put-in.
4. The defending backline cannot advance ahead of the off-side line (5m behind hindmost feet) line until the scrum has ended.

5. The attacking backline cannot advance ahead of the off-side line (behind hindmost feet) line until the scrum has ended.



In all cases an infringement results in a penalty where the scrum was awarded.

16: Penalty

A penalty is a tap restart awarded to the non-offending team as stated by the Laws. In Walla Rugby, the "Tap Restart" is the only option for the team receiving a Penalty. Kicks for goal or kicks to gain territory are not permitted at this age level.

The tap restart is taken by placing the ball on the ground at the mark indicated by the Walla referee. The ball must be propelled by the foot a visible distance in any direction from the mark. A mere touch with the foot is not sufficient.

The Walla referee should ask the team receiving the penalty to place the ball on the mark and wait. They then ask the offending team to move back five metres and when all is ready ask the team taking the penalty to play on.

If the place where the penalty would be awarded to an attacking team is within five metres of the opponent's goal line, the mark for the kick shall be five metres from the goal line. A defending team can be awarded a penalty within one metre of its own goal line.

THE TEAM AWARDED THE PENALTY

1. Players of the team not behind the ball when the "Tap Restart" is taken must continue to retire until they have been put on-side.

THE TEAM CONCEDING THE PENALTY

1. The opposing team must run without delay to, or behind, a line parallel to the goal line and five (5) metres from the mark.
2. The opposing team must not prevent or delay the restart or interfere with the player in any way, nor wilfully interfere with the ball.

Infringement of any of the above will result in a penalty a further five metres in front of the original mark.

17: In-Goal

In-goal is the area bounded by a goal-line, touch-in-goal lines and dead-ball line. It includes the goal-line but excludes touch-in-goal lines and dead-ball line.

It is that part of the playing area where players from either team may ground the ball by forcing the ball onto the ground with the hand or hands, even for an instant.

When attacking players are first to ground the ball in the opponent's in-goal, the attacking players score a try.

When defending players are first to ground the ball in their in-goal, the defending players make a touchdown.

Touch-in-goal occurs when the ball or a player carrying it touches a corner post or a touch-in-goal line or the ground beyond it.

1. IN-GOAL INFRINGEMENTS

- a) A penalty try should be awarded when a defender prevents a probable try by Foul Play in-goal.
- b) For other offences in-goal the outcome is the same as for in the field-of-play but the restart or scrum is awarded five metres from the goal line opposite the place of infringement.

2. FIVE METRE SCRUM

A "Five metre scrum" is a scrummage formed when the ball becomes dead in-goal. The ball becomes dead in-goal when:

- a) defending player with the ball is tagged in-goal.
- b) a defender carries the ball back, even if forced, or sends the ball back over the goal line and it there becomes dead (eg. Touch down, over touch-in-goal or dead-ball lines).

The five metre scrum is formed five metres from the goal-line opposite the place where the ball became dead in In-goal, but no closer than five metres from the touch-line.

The attacking team shall feed the scrum.